

FIG. 1

14 { 14a {

- * 1. productive class:
- * definition
- class OPERATIONS definition.
- public section.
- class-methods:
- ADD importing A type I
- B type I
- returning VALUE(RESULT) type I.
- endclass.

14b {

- * implementation
- class OPERATIONS implementation.
- method ADD.
- RESULT = A + B.
- endmethod.
- endclass.

16 { 18a {

- * 2. test class:
- * definition
- class TEST_OPERATIONS definition for testing.
- public section.
- methods TEST_ADD (for testing)
- endclass.

18b {

- * implementation
- class TEST_OPERATIONS implementation.
- method TEST_ADD.
- * test data: variable needed to store the result from the productive method:
- data: ACTUAL_RESULT type I.
- * call the method under test:
- ACTUAL_RESULT = OPERATIONS.ADD(A = 3 B = 5).
- * compare the result with the expected value:
- CL_ADUNIT_ASSERT > ASSERT_EQUALS(
- ACT = ACTUAL_RESULT
- EXP = 8
- MSG = 'this is the message which occurs if the test failed'
-).
- endmethod.
- endclass.

F16.2

80

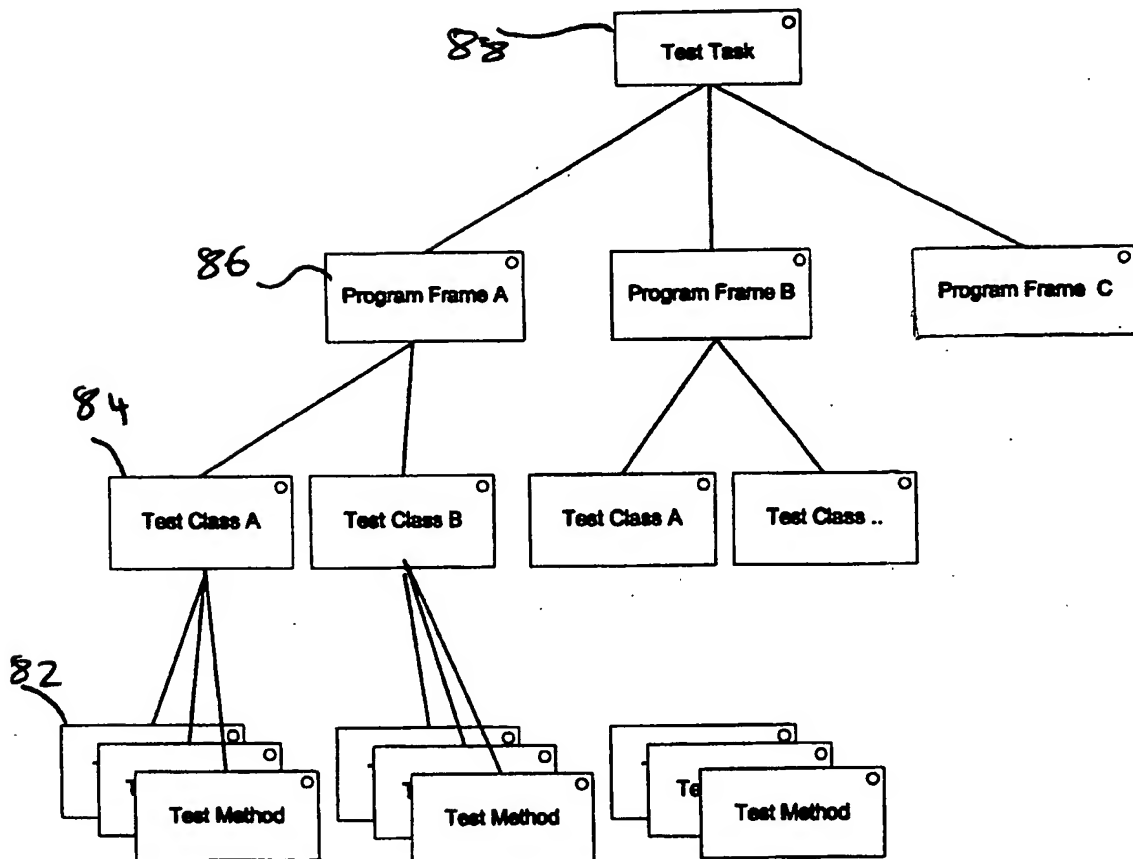


FIG. 3

56
ASSERT_EQUALS (ACT = ACTUAL RESULT
EXP = EXPECTED_RESULT
MSG = 'this test has failed'
QUIT = QUIT_VALUE).
57 58

The diagram shows the function signature `ASSERT_EQUALS` with four parameters. A bracket labeled '56' spans the entire function signature. A bracket labeled '57' is under the `QUIT` parameter, and a bracket labeled '58' is under the `QUIT_VALUE` parameter.

Where `QUIT_VALUE` defines at which level the test flow should be interrupted:

- **NO:** continue the current test method.
- **METHOD:** interrupt the current test method.
- **CLASS:** interrupt the test class execution.
- **PROGRAM:** abandon all test class executions of the currently tested program frame.

FIG. 4

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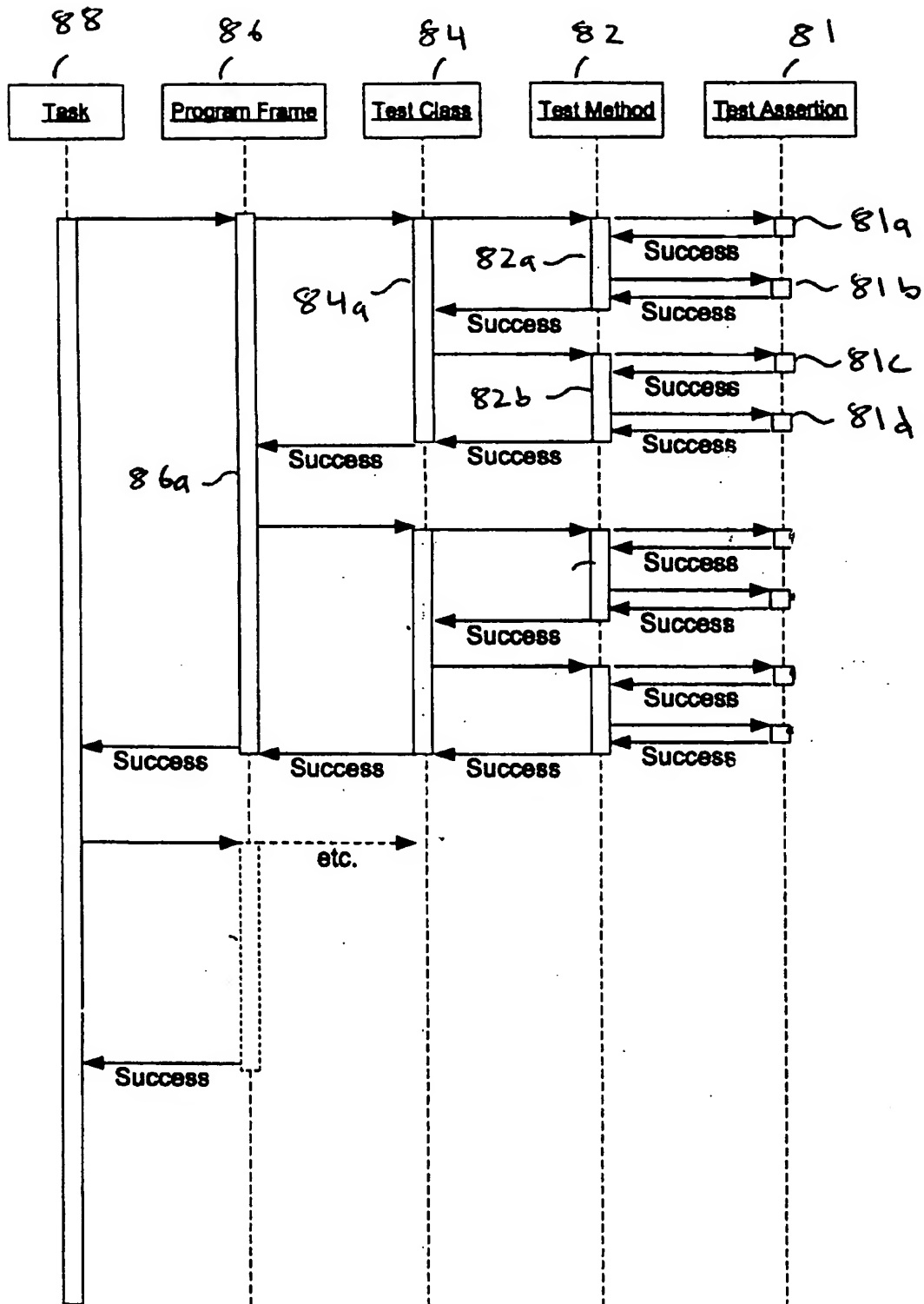


FIG. 5



F16.6